## LISTING 1

```
main()
               // get windows message looply.
      for (;;)
            while (PeekMessage (&msg, NULL, 0, 0, PM_REMOVE))
                  TranslateMessage(&msg); .
            DispatchMessage(&msg);
            if (g nPlayStatus==STATUS PLAYING) // if in playback mode
                  CheckPlay();
            else
                  WaitMessage();
}
BOOL CheckPlay()
      lVideoPlayerNowPlayTime = timeGetTime() - m_lWindowStartTime +
m lMediaStartTime;
      if (lVideoPlayerNowPlayTime >= M lChainTotTime) // if current time past
the total duration of video clips.
            //end.
      pVideo1 = GetCurrentVideo1( lVideoPlayerNowPlayTime );
                                                                // get current
video from timeline
      pVideo2 = GetCurrentVideo2( lVideoPlayerNowPlayTime );
      pEffect = GetCurrentEffect( lVideoPlayerNowPlayTime );
      pTitle = GetCurrentTitle( lVideoPlayerNowPlayTime );
      pTransition = GetCurrentTransition( lVideoPlayerNowPlayTime );
      pAudio1 = GetCurrentAudio1( lVideoPlayerNowPlayTime );
      pAudio2 = GetCurrentAudio2( lVideoPlayerNowPlayTime );
                                     // if current video is not the old one, that
      if (pVideo1 != oldVideo1)
means the old one is finished.
            close old Videol;
            open pVideol;
            OldVideol=Videol;
      if (pVideo2 != oldVideo2)
            close old Video2;
            open pVideo2;
            OldVideo2=Video2;
                               // if there is a video in timeline
      if (pVideol)
           pVideol->Update(); // update the video, get the new frame from
 video file 1.
```

}

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```
if (pVideo2)
                         // if there are 2 videos in timeline
           pVideo2->Update(); // update the video, get the new frame from
video file 2.
     if (pTransition) // if there is transition in timeline
           pNewFrame=RenderTransition(pVideo1, pVideo2, pTransition); // render
transition effect of videol and video2 to new frame.
           pNewFrame=pVideol.currentFrame; //push current frame of Videol to
pNewFrame;
      if (pEffect)
           pNewFrame = RenderEffect(pNewFrame, pEffect); // render current
effect to new frame
                             // if there is title effect in timeline
      if (pTitle)
            pNewFrame = RenderTitle(pNewFrame,pTitle);
      ShowCurrentFrame(pNewFrame); // display current frame in screen.
      PlayBackSegmentOfAudio(); // update audio buffers and render them to
directsound.
```